

## **CITY OF BURBANK**

### **SENIOR RANGEMASTER/ARMORER**

#### **DEFINITION**

To oversee the operations of the police department firing range; to supervise range personnel; to design and facilitate the training in lethal and less-lethal weapons and tactics; to be custodian of the department's weapons inventory; to maintain, repair, and adapt weapons for specialized use; to provide expert testimony in criminal and civil courts; and to do related duties as required.

#### **ESSENTIAL FUNCTIONS**

Responsible for the personnel, overall safety, and efficient operation of the police firing range; custodian of the weapons inventory, including all supplies and records; designs, coordinates, demonstrates and instructs the safety, tactics, and use of a variety of firearms, lethal, less-lethal, and chemical weapons; develops new training techniques and conducts training courses; develops and employs innovative training aids, reaction target systems, and shooting scenarios; inspects, tests, alters, and repairs weapons; maintains detailed records of firearms destruction, shooting, and tactical qualifications, and all range related matters; advises Police Department staff on all matters related to weapons and tactics; supervises assigned personnel; maintains certification and proficiency with all weapons authorized for departmental use; maintains Armorer and Operating Systems Instructor certifications; maintains manufacturer certifications to work on all weapons authorized for departmental use; provides expert testimony in criminal and civil courts; drives on City business.

#### **MINIMUM REQUIREMENTS**

##### **Employment Standards**

- Knowledge of – Instructional methods and learning philosophies; interior, exterior, and terminal ballistics; firearm forensics; design and construction of advanced target systems, training munitions, and training aids; Law Enforcement tactical methodology; military weapons and ordinance; chemical agents; less-lethal munitions; firearms safety and liability; training program justification and defensibility methodology; all departmental weapons and ammunition; and applicable computer hardware and software.
- Skill in – Instruction, development of lesson plans and measurable training standards; firearms tactics and weapon retention techniques; detailed disassembly, diagnosing, repair, assembly, and function testing procedures of all department authorized weapons; use of chemical agents; use of less-lethal weapons; use of impact weapons.

**Education/Training:** Any combination of education and/or experience that has provided the knowledge, skills, and abilities necessary for acceptable job performance as determined by the City. Example combination includes, but is not limited to graduation from high school or equivalent and five years law enforcement experience (civilian or military), including five years experience as a Law Enforcement Rangemaster/Armorer/Instructor; and is a Qualified Expert Witness in civil and criminal matters (State and Federal Court).

**Special Conditions & Requirements:** Due to its safety sensitive nature, the incumbents are required to reside at a location from which they can report to work within one (1) hour.

**License & Certificates:** A valid California Class "C" driver's license or equivalent at time of appointment; NRA and/or FBI Rangemaster certification; Advanced Firearms Instructor certification; Manufacturer Certified Armorer and/or Operating Systems Instructor for departmental approved firearms; Nationally recognized firearms instructor certification for the following: handgun, shotgun, patrol rifle, precision rifle, submachine gun, less-lethal firearms; chemical agent instructor certification, impact weapons instructor certification, California State Firearms Instructor certification; nationally recognized tactics instructor certification, and first aid/CPR instructor certification. These certifications must be recognized by the International Association of Firearms Instructors and/or the California Rangemasters Association.

#### **SUPPLEMENTAL INFORMATION**

None.